

FIG. 1

1/7

2/7

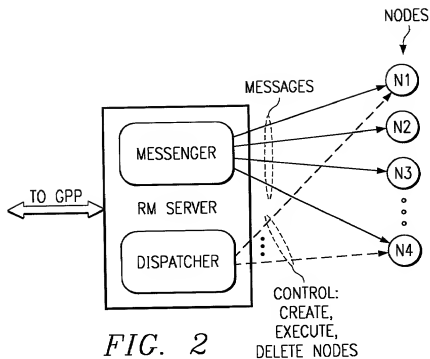


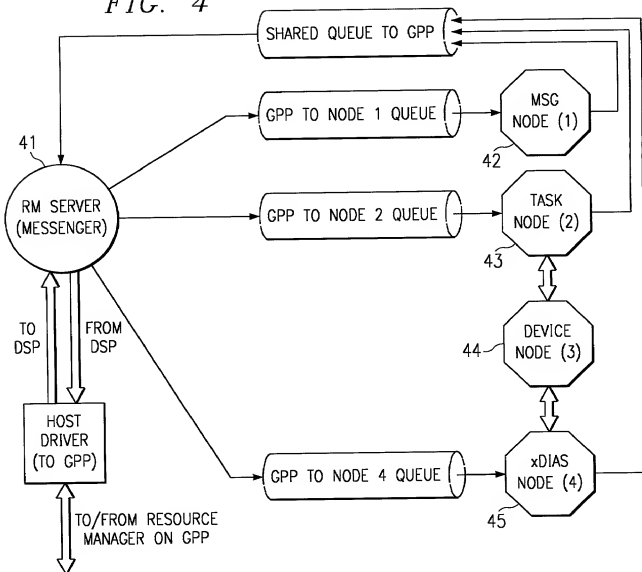
FIG. 2

| SERVER FUNCTION | PURPOSE |
|------------------------|--|
| RMS_queryServer | ALLOW GPP TO QUERY SERVER INFORMATION |
| RMS_configureServer | ALLOW GPP TO SET SERVER CONFIGURATION PARAMETERS |
| RMS_createNode | CREATE A MESSAGE, TASK, OR xDAIS SOCKET NODE |
| RMS_executeNode | LAUNCH A NODE INTO ITS EXECUTE PHASE |
| RMS_deleteNode | DELETE A NODE'S RESOURCES |
| RMS_changeNodePriority | CHANGE EXECUTION PRIORITY OF A NODE |
| RMS_readMemory | READ A WORD OF DSP MEMORY |
| RMS_writeMemory | WRITE A BLOCK OF DSP MEMORY |

FIG. 3

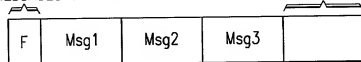
3/7

FIG. 4



CONTENT FLAG: NON-ZERO =
NUMBER OF MESSAGES IN BUFFER

UNUSED SPACE



MESSAGE CONTENTS:

Cmd

Arg1

Arg2

NODE ENVIRONMENT

FIG. 5

4/7

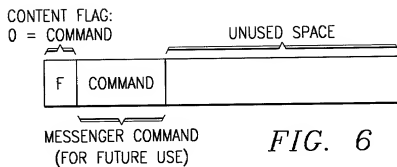


FIG. 6

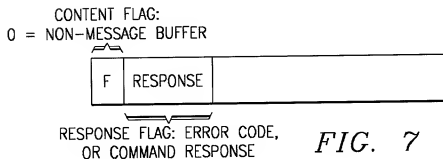


FIG. 7

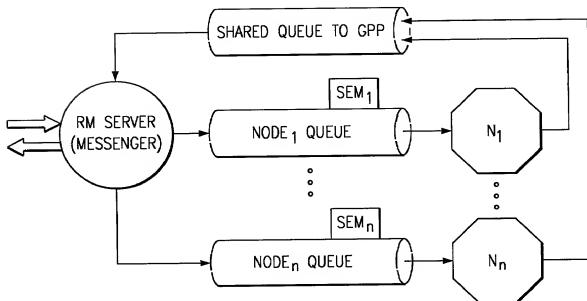


FIG. 8

Diagram illustrating the structure of a message frame:

- FREE MSG POOL (QUEUE):** A horizontal queue of five slots.
- MESSAGE FRAME:** A vertical structure containing:
 - PREVIOUS:** Points to the previous message frame in the queue.
 - NEXT:** Points to the next message frame in the queue.
 - Cmd:** Command field.
 - Arg1:** First argument.
 - Arg2:** Second argument.
 - NODE ENVIRONMENT:** Environment pointer.

6/7

| COMMAND FIELD (32-BITS) | CONTENTS |
|-------------------------|---------------------------------------|
| fxn | ADDRESS OF SERVER FUNCTION TO EXECUTE |
| arg1 | SERVER FUNCTION ARGUMENT 1 |
| arg2 | SERVER FUNCTION ARGUMENT 2 |
| data[] | FUNCTION-SPECIFIC DATA ARRAY |

FIG. 11

| REPLY FIELD (32-BITS) | CONTENTS |
|-----------------------|-------------------------------------|
| RESULT | NODE OR SERVER FUNCTION RETURN CODE |
| arg1 | COMMAND-SPECIFIC RETURN ARGUMENT 1 |
| arg2 | COMMAND-SPECIFIC RETURN ARGUMENT 2 |

FIG. 12

| SERVER FUNCTION | RESULT | arg1 | arg2 |
|------------------------|--|----------------------|------|
| RMS_queryServer | QUERIED VALUE | - | - |
| RMS_configureServer | SUCCESS/FAIL RETURN CODE | - | - |
| RMS_createNode | nodeCreate RETURN CODE | NODE ENVIRONMENT PTR | - |
| RMS_executeNode | nodeExecute RETURN CODE, OR COMMAND ACK | - | - |
| RMS_deleteNode | nodeDelete RETURN CODE | - | - |
| RMS_changeNodePriority | SUCCESS/FAIL RETURN CODE | - | - |
| RMS_readMemory | MEMORY CONTENTS | - | - |
| RMS_writeMemory | SUCCESS/FAIL RETURN CODE | - | - |

FIG. 13

FIG. 14 7/7

| RETURN CODE | ENUMERATED VALUE | MEANING |
|------------------|------------------|------------------------------|
| RMS_EOK | 0 | OK, NO ERROR |
| RMS_EOUTOFMEMORY | 1 | MEMORY ALLOCATION FAILURE |
| RMS_EMEMFREE | 2 | MEMORY DE-ALLOCATION FAILURE |
| RMS_EOUTOFIO | 3 | I/O ALLOCATION FAILURE |
| RMS_EIOFREE | 4 | I/O DE-ALLOCATION FAILURE |
| RMS_ERESOURCE | 5 | A RESOURCE WAS UNAVAILABLE |
| RMS_ENOTFOUND | 6 | SYMBOL OR MODULE NOT FOUND |

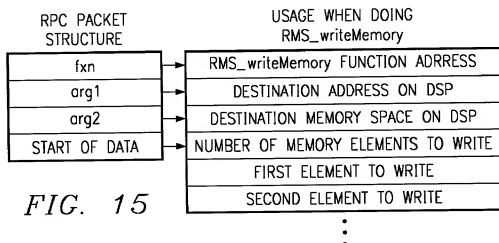


FIG. 15

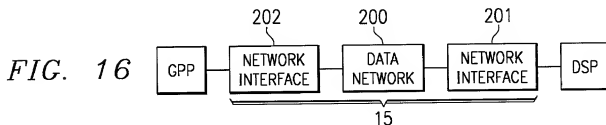


FIG. 17

